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THE FELLOWSHIP IS AMBUSHED BY A GOBLIN HORDE!

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THE LORD OF THE RINGS™

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The Mines of Moria™

The new masters of Moria swarm up from the darkest levels of the deepest mines. A never–ending horde of evil Goblin Warriors now inhabits the once proud realm of Khazad–dûm. They are not alone – for shadow and flame lurk in the darkness, too.

In the deep, vaulted halls beneath the Misty Mountains, a mighty kingdom was carved by the Dwarves of Durin's line. Long it endured until the fateful unearthing of the Balrog. In the face of such an adversary, the Dwarves had no choice but to abandon the mines and live in exile. The kingdom did not remain empty for long. Crawling out from the dark places of the world came the degenerate breed of Orc known as Goblins. Scuttling through the grand halls and vast mines, these creatures infested Khazad-dûm and it became known by its darker name – Moria, the Black Pit. The Fellowship now faces the long dark of Moria on the quest to destroy the Ring of Power. The labyrinthine tunnels twist ahead of them and a single wrong turn could lead to disaster. Only Gandalf has braved Moria before, but that was a long time ago and travelling from the opposite direction. It is a dangerous time for the companions – at any moment their trail could lead them straight into a nest of vicious Goblins and lumbering Trolls.

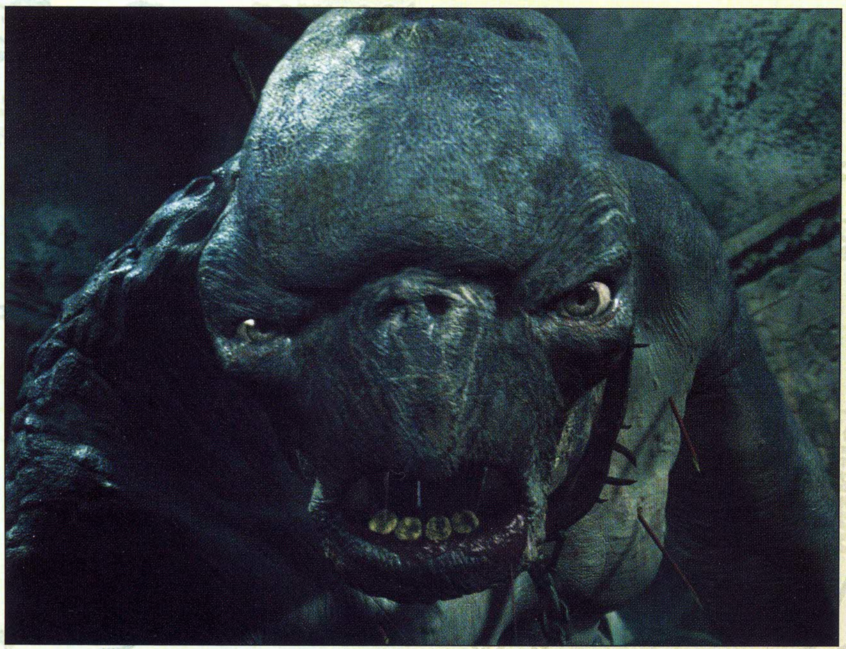
In this Pack, we join the nine heroes of The Fellowship as they start their journey through Moria. In Playing the Game, we present the full rules for the Forces of Moria, including Cave Trolls and the mighty Balrog. The Battle Game lets you find out if The Fellowship can survive an encounter in the depths of Moria in our scenario called 'Lost in the Dark'. In our Painting Workshop, we reinforce your Moria Goblins and show you some simple techniques to bring the first figures you painted up to the same standard as your current models. Finally, in Modelling Workshop, we start our set of Moria scenery by creating some Dwarven mines.

> *'It's a four-day journey to the other side. Let us hope that our presence may go unnoticed.'*
>
> GANDALF™

▲ GOBLIN WARRIORS
They scuttle through Moria with amazing dexterity, attacking intruders that venture into their dark realm.

The Forces of Moria™

Many thousands of Goblins lie hidden in the dark, ready to slay any who dare trespass into the mines. In this Playing the Game, we present the full profiles and rules for the forces of Moria, including Goblins, Trolls and the fearsome Balrog.



Moria is infested with endless hordes of Goblins. These cowardly minions of Evil breed and multiply in all the deep and secret places of Middle-earth, forging for themselves crude, segmented armour and wicked blades. Alliances are made with the other denizens of the dark, most notably the huge, lumbering Cave Trolls. The Cave Trolls' brute strength and the Goblins' massed forces create a powerful threat to the Free People of Middle-earth.

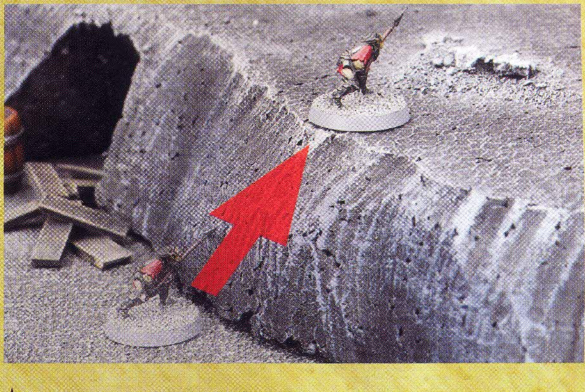
◄ CAVE TROLL
Goblins are not the only things that infest the former Dwarf realm of Moria.

Moria Goblins Jumping and Climbing

Goblins are adapted to their cavernous habitat. To represent this, the rules allow them to climb and jump much more efficiently than other creatures.

No dice roll is required when a Goblin is attempting to jump a gap or obstacle up to double its own height. The jump is made just as if a 6 had been rolled on the Jump chart.

Moria Goblins can climb up or down vertical surfaces without making a Climb roll – in effect, they always count as having rolled a 6 on the chart. However, they are still reduced to half speed whilst climbing – even Moria Goblins can move about more quickly on the ground!



▲ NATURAL CLIMBERS
Moria Goblins can climb rock faces without risk of falling.

Moria Goblin Captain (Points Value: 40)

These most cunning and ruthless Goblins lead the others using lies and deceit. Bullying and threatening the Goblin hordes to do their bidding, their position as leaders allows them to scavenge the best armour and weapons for themselves. Without their Captains, the Goblins are only so much useless rabble, scurrying through the darkened realm with no direction or intent.

F	S	D	A	W	C	Move	M	W	F
3/5+	4	5	2	2	3	12cm/5"	2	1	1

Wargear:
Sword (hand weapon) and armour.

Options:

Shield	5 points
Orc bow	5 points

Moria Goblin Warrior (Points Value: 4)

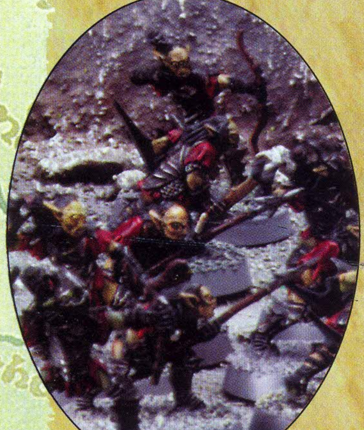
These small, mean-spirited creatures live a troglodyte existence in the numerous delvings beneath the Misty Mountains. The ancient Dwarven mines of Moria have become home to these loathsome monsters. They scuttle through the tunnels with amazing dexterity, attacking and consuming intruders that venture into their dark realm.

F	S	D	A	W	C	Move	M	W	F
3/5+	3	4	1	1	2	12cm/5"	-	-	-

Wargear:
Sword (hand weapon) and armour.

Options:

Spear	1 point
Orc bow	1 point
Shield	1 point



Cave Troll (Points Value: 70)

Cave Trolls are large and loathsome creatures that shun the light, preferring to hide away in dark caves and subterranean tunnels. They are cumbersome and slow-witted, but very dangerous once roused to anger.

F	S	D	A	W	C	Move	M	W	F
6/-	6	6	3	3	3	14cm/6"	-	-	-

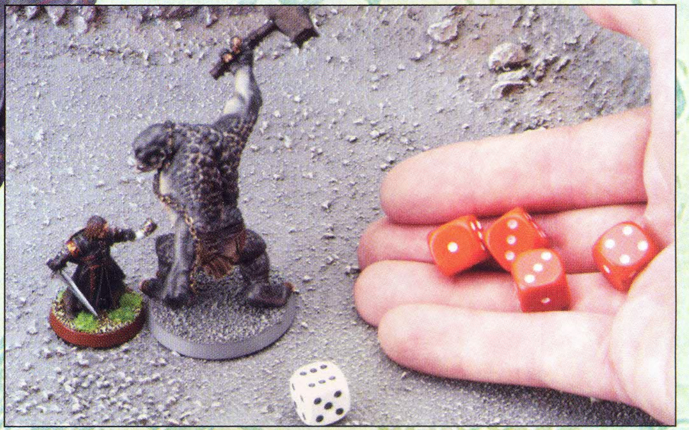
Wargear:
Crude club (hand weapon).

Options:

Spear	1 point
Troll chain	5 points

Troll Chain

If the Troll wins a fight, he can use his chain to lash out at one enemy as it moves back. This is worked out before rolling to see if the Troll's attacks score wounds. Roll a dice. If the score is greater than the target's Fight value or is a 6 (whether greater or not than the Fight value), the Troll has lashed his enemy as it moves back. All of the Troll's attacks are then worked out and wounds determined – the lash is counted as one extra attack.



▲ TROLL CHAIN
This Troll has already won the combat and rolled a 6 for his chain attack allowing him to roll four dice to wound.

The Balrog (Points Value: 500)

The Balrog is a mighty demon creature of great age and power – a monster of a rare and horrific kind. Of all the evil powers in the world, the Balrog is amongst the most potent and most formidable.

F	S	D	A	W	C	Move	M	W	F
10/-	8	10	4	10	7	14cm/6"	0	*	0

Wargear:
Fiery Blade (hand weapon).

Special Rules:
- Lash
- Terror
- Goblin Mastery
- Will

Lash

The Balrog has 4 Attacks, one of which is a special 'lash' attack, made with a magical fiery whip. When rolling to strike, use a different colour dice to represent the lash. If the roll for the lash strike is sufficient to cause a wound, the enemy is momentarily entangled in the whip. This entitles the Balrog to make a further two strikes against the entangled model with its fiery blade (hand weapon). That means a Balrog can sometimes make 6 strikes if it wins a fight – 4 strikes plus a further 2 strikes against an entangled enemy.

Terror

The Balrog is a huge, terrifying monster! An enemy wishing to charge a Balrog must test its courage as described in Pack 10.

Goblin Mastery

Moria Goblins are far more frightened of the Balrog than of any enemy. If the Balrog is in the game, Moria Goblins will automatically pass any Courage test they would normally be required to take. For example, this applies to the Courage test made if Boromir blows his horn.

▲ BALROG'S LASH

Because the Balrog's lash attack has caused a wound, the victim is entangled and the Balrog can roll an extra two dice to wound.

Will

The Balrog is a magical creature and is able to shrug off the effects of all but the most potent sorcery. Instead of expending Will to resist magical attacks, the Balrog always resists magic with the same number of dice as it has remaining wounds.

Lost in the Dark

Taking a wrong turn down one of the many passages of Khazad–dûm, The Fellowship becomes hopelessly lost. As the nine companions search for an exit from the catacombs, they realise that they are not alone…

This Battle Game looks at what would have happened if Gandalf had chosen the wrong passage in Moria. Instead of discovering the great halls of Dwarrowdelf, the heroes find themselves in an abandoned mine works. Alerted to the presence of intruders, the Goblins, who now infest Moria, surge forth from every cave and crevice. The Fellowship is surrounded by a horde of vicious Goblins, who attack in an unstoppable tide. The Fellowship must find a way out of the tunnels and escape the Goblin forces.

◄ ANCIENT MINES
The Fellowship is ambushed in the seemingly endless catacombs.

THE COMBATANTS

For this Battle Game you will need all of The Fellowship of The Ring. Metal miniatures of Aragorn, Legolas, Gandalf, Frodo and Boromir have been included in previous Packs of *Battle Games in Middle–earth*. Card figures of Gimli, Merry, Pippin and Sam were supplied with Pack 1. You will also need 24 Goblin warriors, as well as the card figure of a Goblin Captain supplied with Pack 3.

► *You will already have The Fellowship, made up of both metal and card figures.*

ARMOURED MORIA GOBLIN™ CAPTAIN

▲ *Moria Goblins, led by a loathsome Captain.*

CHARACTER PROFILES

The Fellowship™

Forced by the Watcher in the Water to enter the kingdom of Moria, and with no chance to turn back, The Fellowship ventures into the darkness. The labyrinthine tunnels and caverns stretch endlessly into the gloom, and the heroes must rely on Gandalf's memory alone to guide them through. However, the maze-like tunnel complex is not straightforward to negotiate, even to one so old and wise as Gandalf the Grey.

MORIA GOBLINS™

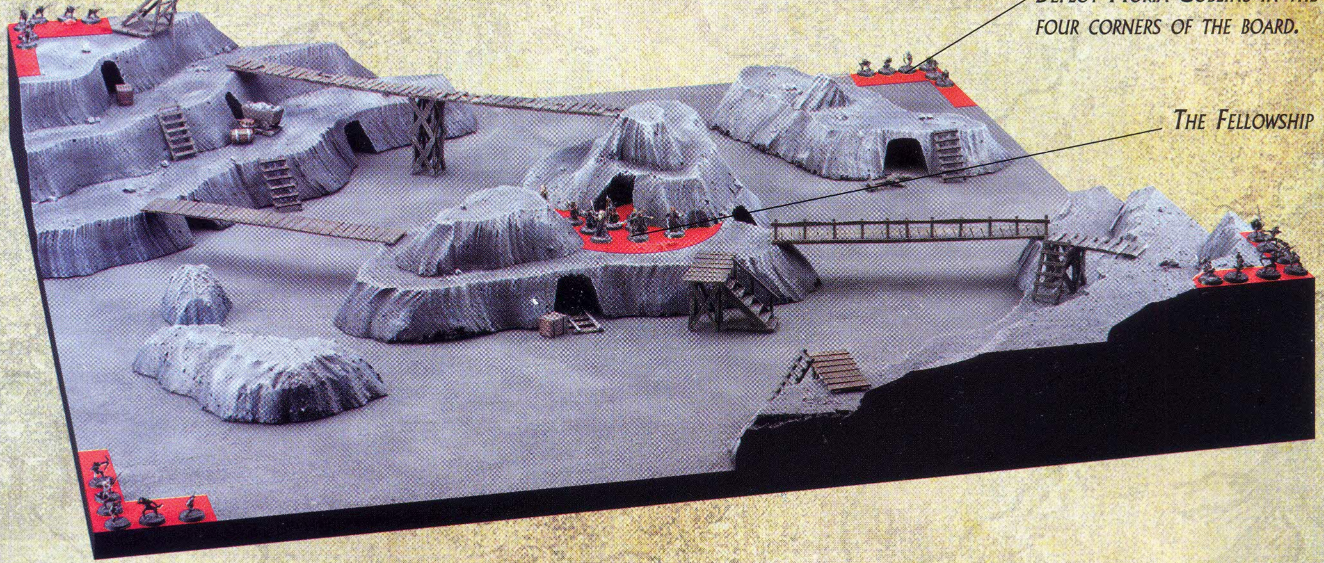
Since Durin's kin inadvertently unleashed the Balrog upon Moria, the Goblins have been free to multiply within the dark halls of that subterranean realm. Craven, cunning and evil, the Moria Goblins defend their adopted home mercilessly, hunting down and killing all intruders. The Goblins are unhindered by the pitch darkness of Khazad-dûm, and an arrow may strike down an unwary adventurer before he can even see his foe.

The Gaming Area

You will need a gaming area approximately 120cm/4' by 120cm/4'. Place two large mine workings in opposing corners of the board and one in the dead centre. Other areas of ruins and rocks can be placed randomly around the gaming area. Position as many ladders and platforms as you have around the mine workings.

Starting Positions

The Fellowship is positioned as close to the centre point of the board as possible. If there is a cave opening nearby, so much the better. The Evil player positions six Goblins in each corner of the board, no further than 14cm/6" from the corner point, as shown. The Good player must nominate one of the Goblin starting areas that he will be attempting to 'escape' from. Once nominated, the Evil player may deploy his Captain in one of the Goblin starting areas.



Deploy Moria Goblins in the four corners of the board.

The Fellowship

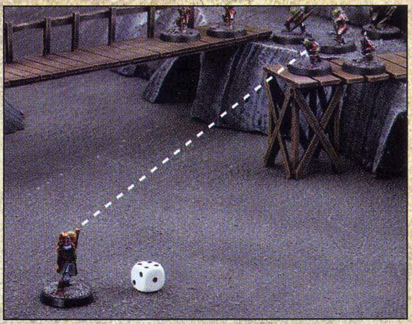
Scenario Special Rules

The Long Dark

Moria is pitch-black, and the gloom stretches endlessly into the distance. Members of The Fellowship must make a 'spotting roll' (by scoring a 4, 5 or 6 on one dice) before they can charge or shoot an enemy, unless the enemy model is within the radius of Gandalf's Cast Light power (see Pack 12 for details of this spell). The Goblins are totally at home in the dark and can see normally.

Goblin Horde

There are countless numbers of Goblins within the many caverns of Moria. To represent the never-ending tide of these evil creatures, the following rule applies. Each time a Goblin warrior or Captain is killed, the Evil player returns it to the board, in any of the Goblin starting areas, as long as there is room. Goblins may not be brought back within 14cm/6" of any Good model. The model may move as normal in its next Move phase.



◄ EAGLE-EYED ARCHERY
Legolas successfully tests to see his target before shooting.

► BLINDING LIGHT
Gandalf's Cast Light spell illuminates an area 30cm/12" around him as if it were daylight.

◄ SUSTAINED ATTACK
The four Moria Goblin models killed by the heroes are immediately placed back on the board.

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Frodo	3/-	2(3)	3(6)	1	2	6	10cm/4"	3	3	3
Sam	3/-	2	3	1	2	5	10cm/4"	1	1	2
Merry	3/-	2	3	1	1	4	10cm/4"	0	0	1
Pippin	3/-	2	3	1	1	4	10cm/4"	0	0	1
Aragorn	6/-	4	5	3	3	6	14cm/6"	3(+1)	3	3
Boromir	6/-	4	6	3	3	6	14cm/6"	6	1	0
Legolas	6/3+	4	4	2	2	6	14cm/6"	3	2	2
Gimli	6/-	4	8	2	2	6	12cm/5"	3	2	2
Gandalf the Grey	5/-	4	5	1	3	7	14cm/6"	3	6 (+1)	3
Goblin Captain	3/5+	4	5	2	2	3	12cm/5"	2	1	1
Moria Goblin	2/5+	3	4(5)	1	1	2	12cm/5"	-	-	-

Full rules for The Fellowship, including their Wargear, can be found in Pack 15's Battle Game.
NB. Goblins with shields have their Defence value increased by +1 point to 5.

WINNING THE GAME

- The Fellowship must escape off the board by moving at least half its number (5 models) off the designated Goblin starting area. Frodo must escape in order for the Good side to win.
- The Goblins win if they can kill half (5) of The Fellowship.
- The Goblins automatically win if Frodo is killed.

'If in doubt, Meriadoc, always follow your nose.'

GANDALF™

Alternative Approaches

Narrative Campaign

If you wish to play through our series of Moria scenarios as part of a linked narrative campaign, then take a look at last Pack's Playing the Game for some ideas. You might decide to tweak some of the rules in this scenario so that, for example, because of their battle with the Watcher in the Water, the Heroes all have one point less Might than usual at the start of this game. This will make the game far more of a challenge for The Fellowship, but also makes it much more rewarding if they win! More ideas on how to link all the forthcoming Moria games into a campaign will be included in a future Pack.

Moria Goblins™

Since you began your miniature collection, Painting Workshop has taught you how to develop your painting skills. Now we look at some of the first models you painted, the Moria Goblins, and show you how to make them look even better on the tabletop.

The plastic Moria Goblins supplied with this Pack will look fine if they are painted following the step-by-step guide in Pack 1. However, they can be made to look better still by applying some newer techniques, such as shading and highlighting. By paying particular attention to the skin and armour of these evil creatures, you can make them look more realistic.

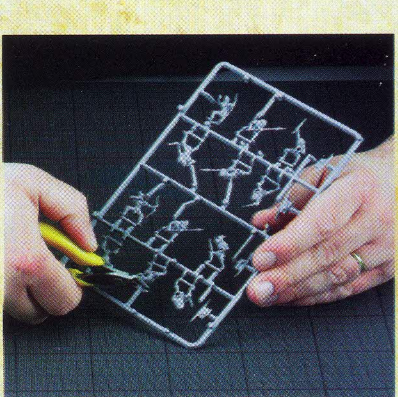
To complete your Goblin miniatures, you will need some additional acrylic paints and inks. See Pack 19's Painting Workshop for ideas on how to expand your paint range. We chose to use Citadel Colour's Scorched Brown, Brown ink, Black ink, Dark Green ink, Chaos Black, Fortress Grey, Goblin Green, Red Gore, Blood Red, Bestial Brown, Bleached Bone, Skull White, Mithril Silver and Bad Moon Yellow.

◄ CREATURES OF EVIL
The mean-spirited Moria Goblins infest the former Dwarven hold of Khazad-dûm.

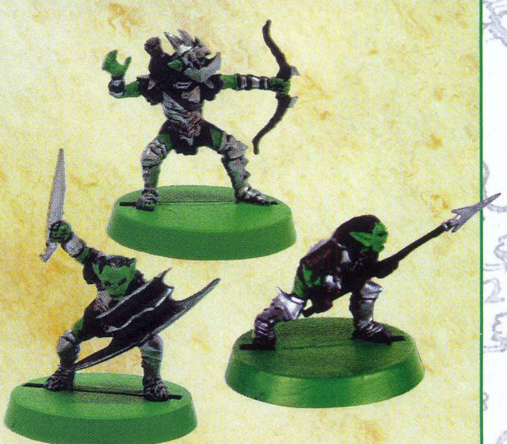
PAINTING ESSENTIALS

Basic Techniques

To begin, prepare your models in the usual way by clipping them from the plastic sprue and removing any flash. Stick them to their bases with plastic glue, and once the glue is thoroughly dry, undercoat them with black spray or paint. You can begin painting your new Moria Goblins by following the step-by-step instructions in Pack 1. When you have finished all of the models to this basic standard, begin to add the extra details by moving on to Step 1, opposite. The simple, neat standard you applied to your models in Pack 1 will pay dividends now.



▲ *Clip out your new plastic models as usual and clean any flash from them before painting.*



▲ *Your Goblins painted to a basic standard.*

▲ *Using inks will improve the quality of your shading.*

Using Inks

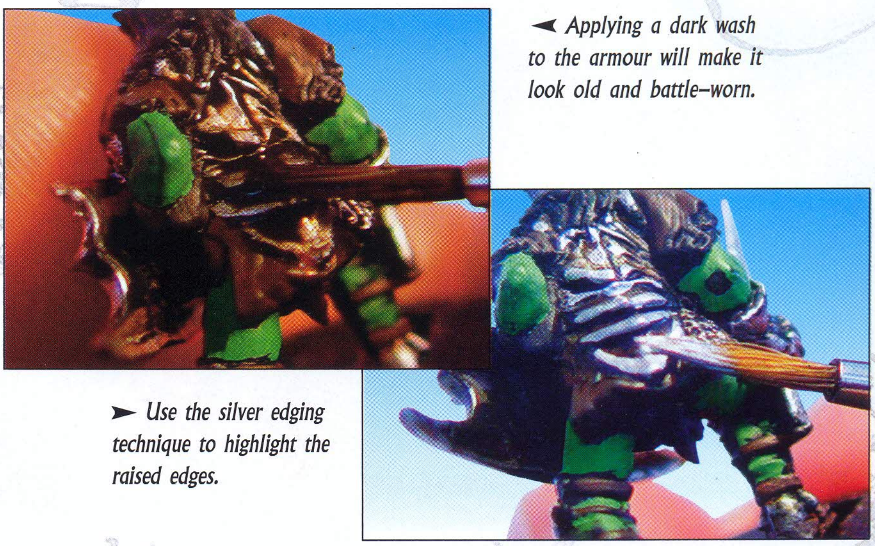
As discussed in the last Pack, Citadel Colour produces a range of inks as well as paints. Inks are useful for providing shading on your models. The transparent qualities of inks both enrich existing colours and add shading in the recesses. Thin the ink with a little water and apply it to the model in exactly the same way as a normal wash. The main difference that you will see between the two different wash techniques is that ink washes look much smoother.

- BLACK INK
- BROWN INK
- CHESTNUT INK
- FLESH INK
- MAGENTA INK
- RED INK
- DARK GREEN INK
- PURPLE INK
- BLUE INK
- YELLOW INK

Painting Your Miniatures

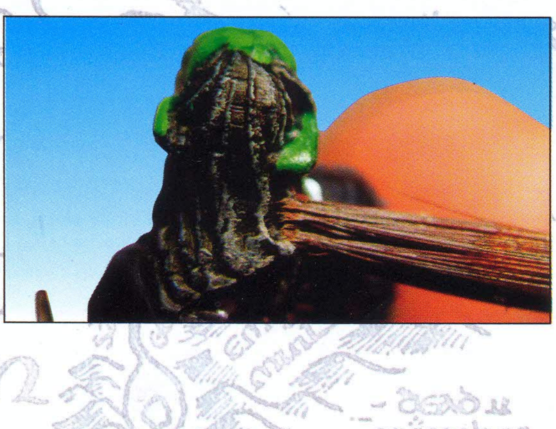
① Armour and Weapons

The metal areas of the model have already been painted silver. To make the metal look dirty and aged, you will need to apply a wash to shade it. Mix Black and Brown inks together to make a very dark brown wash. Add water to thin it down a little and carefully apply the wash over all the metallic areas of the model. The ink will run into the recesses and provide shading. It will also stain the raised areas, making them look rusty and old. When the wash is totally dry, use pure Mithril Silver to apply a highlight to the very edges. Remember that the Goblins use bladed bows that have small metal protrusions on them. These will need silver edging, too.



◄ *Applying a dark wash to the armour will make it look old and battle–worn.*

► *Use the silver edging technique to highlight the raised edges.*



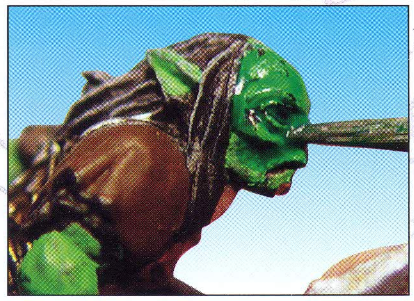
② The Hair

If any paint has strayed onto the hair, touch it up with a second coat of black paint. Carefully dry-brush the hair with Fortress Grey, taking care not to get the grey onto other areas of the model.

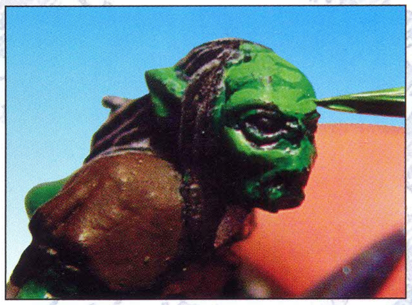
◄ *Dry–brush the hair with a pale grey colour such as Fortress Grey.*

3 The Goblin Skin

The skin of your Moria Goblins is already painted green. Again, a simple wash will bring out the detail quickly and effectively. Use Dark Green ink, or even Brown ink, and thin it down to produce the wash. Apply this over all the areas of green skin and leave it to dry. Next, mix small amounts of Skull White and Bad Moon Yellow into Goblin Green. Apply this pale green sparingly onto the raised edges of the skin, paying particular attention to the pointed ears, cheekbones, fingers and toes.



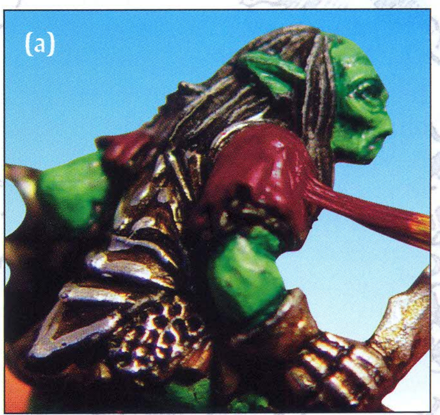
◄ The green ink will settle in the recesses, providing instant shading.



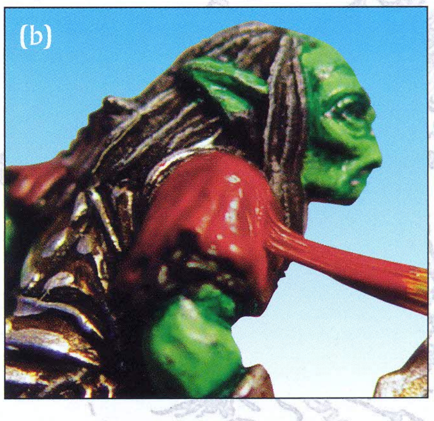
► A pale green mix provides a natural highlight to the Goblin skin.

4 The Clothes and Arrows

Moria Goblins generally wear red clothing. To achieve this, paint Red Gore over the brown cloth (pic a). Use a brighter red like Blood Red to provide highlights (pic b). Paint the Blood Red onto all the raised areas, leaving the Red Gore showing through only in the deep recesses. The Goblin archers have arrows, and the flights look great when painted red. This is easiest to achieve by first painting the flights with Red Gore and then dry-brushing them with Blood Red.



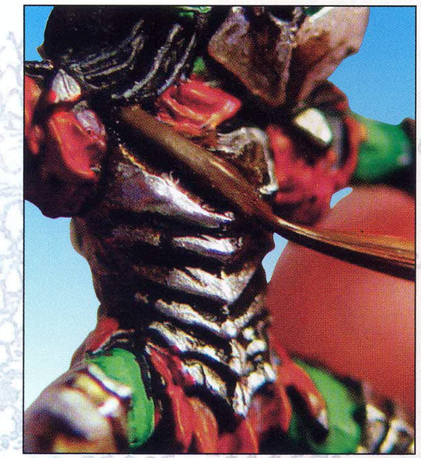
▲ A flat coat of Red Gore looks great as the Goblin's dark clothing.



◄ Blood Red can be applied to the raised parts of the cloth as a highlight.

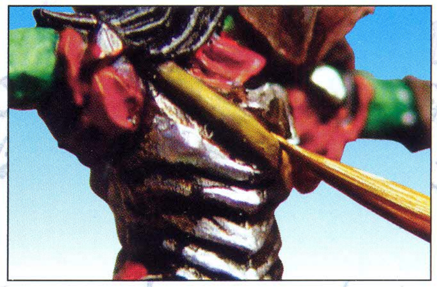
5 Leather, Straps and Bows

Pick out all the straps with Scorched Brown. If any other paint has splashed or run onto the quivers, or other areas of brown, then touch these up now. Mix a lighter brown tone with brown and yellow or use a ready-mixed brown such as Citadel's Snakebite Leather. Use this light brown to apply a highlight on all the raised edges of the straps and quivers.

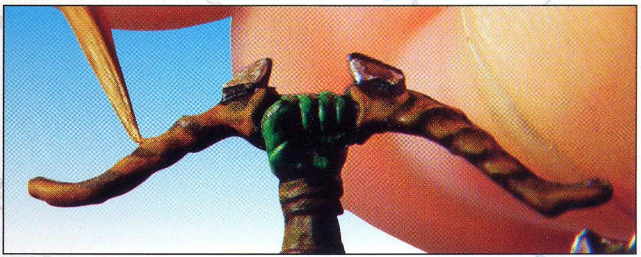


◄ *Carefully paint in the straps with dark brown.*

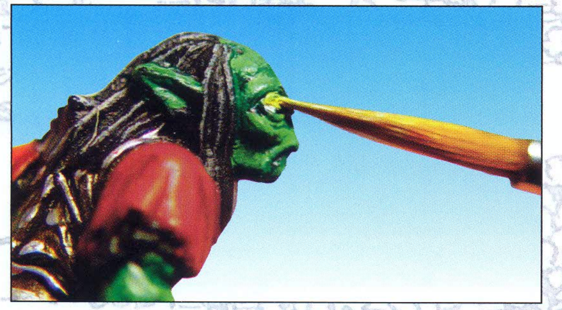
► *You'll need a steady hand to apply the fine highlights to the straps.*



Your Goblin archers' bows should already be painted dark brown. Use Bestial Brown to highlight the edges of the bows. If you are feeling confident, you can carefully apply your highlights to accentuate the twisted patterning on the bows. Bestial Brown is also a good colour to use to highlight any visible arrow shafts. You might find it easier to dry-brush the shafts rather than paint them in.



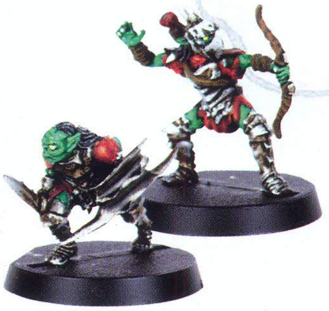
▲ *The twisted pattern on the bow will benefit from a careful highlight.*



▲ *A tiny spot of Bad Moon Yellow can be used to pick out the eyes on the model.*

6 Finishing Touches

With a fine brush, use Bleached Bone to pick out the teeth and claw-like talons of your Goblins. Next, paint the eyes with Skull White. Goblin eyes are primarily yellow, and white provides an undercoat. Paint the eyes with Bad Moon Yellow to finish them off.

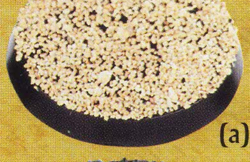


► *With the painting complete, your Goblins just need their bases finishing.*

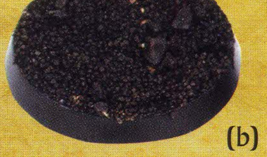
BASING YOUR MODELS

Because Moria is an underground kingdom, carved out of bare rock, your Goblins will look much more in character with dark bases. It is perfectly fine just to paint your bases dark grey or black, but there are simple ways to make them look even better.

Apply a thin coat of PVA to the top surface of the base as usual. Instead of dipping the base into flock, use modelling sand (pic a). Wait for the sand to dry thoroughly (you'll probably need to leave it overnight) and then paint it with thinned-down black paint or even a coat of Black ink (pic b). Dry-brush the sand with a light grey colour, such as Fortress Grey (pic c). Finish off the bases by painting the rims black to neaten them up.



(a)



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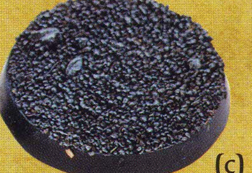

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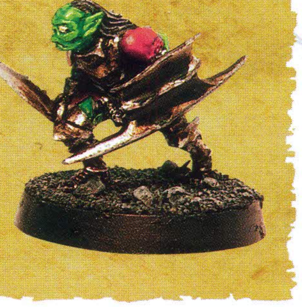
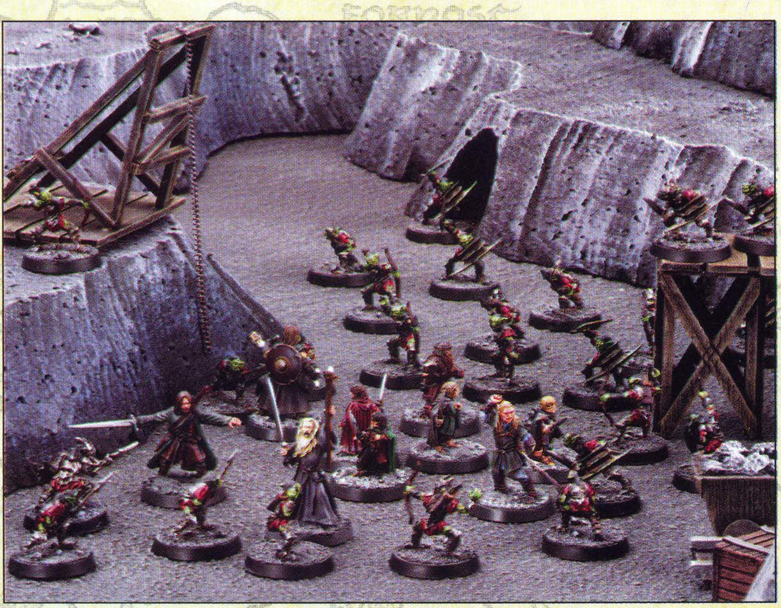


► *Your finished Moria Goblin, ready to ambush The Fellowship.*

Dwarven Mines

For centuries, the Dwarves carved their living from the very rock that was their home. Their delving created the vast caverns and tunnels that now hide the Goblin hordes. In this Modelling Workshop, we will show you how to make the abandoned, derelict mines of Moria.



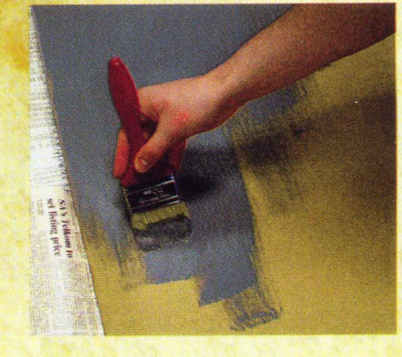
◄ LOST IN THE DARK
Moria Goblins spring out from the mine workings to ambush The Fellowship.

In this Pack, we start an exciting series of Modelling Workshops, each one helping you create the interior of Moria. Here, we concentrate on the mines themselves. We will show you how to transform your gaming board into the depths of Moria and how to create the mine faces themselves. We will also show you how to make the wooden supports and constructions that the Dwarves built to help them mine Mithril from the mountain. This will leave you with an impressive underground battlefield on which to play.

YOU WILL NEED

- EXPANDED POLYSTYRENE
- FELT-TIP PEN
- CRAFT KNIFE AND CLIPPERS
- HOT WIRE CUTTER
- PVA GLUE
- MODELLING SAND AND GRAVEL
- TEXTURED PAINT
- ACRYLIC PAINTS
- BALSA WOOD
- SUPERGLUE
- JEWELLERY CHAIN

All this Moria scenery will look a little out of place on a green board – there simply isn't any grass underground. A dark grey board would suit the depths of Moria far better. Having said that, it is unnecessarily expensive to go out and buy a new board. A much better idea is to simply paint the underside of your existing board grey. This is a straightforward thing to do – just follow the advice for painting boards given in Pack 5. The board now has multiple uses. The grey side can be used to represent the inside of Moria or even the plains of Mordor. When you want to play a game set in the wilds of Middle-earth, flip the board over to show the green side.

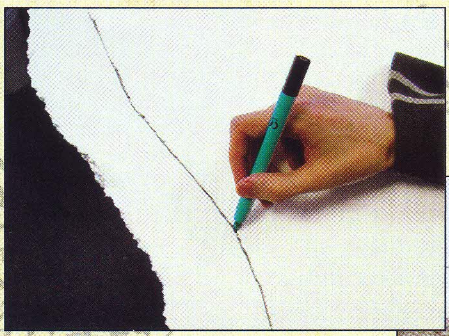


► PAINTING YOUR BOARD
A simple covering of paint transforms your board into the realm of Moria.

Mine Facings

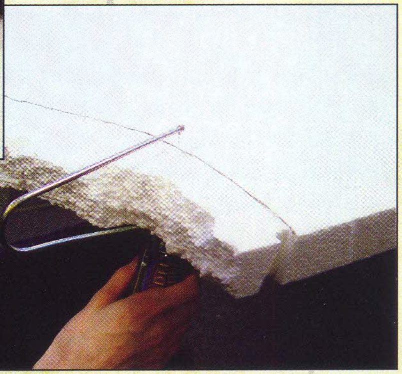
1 The Base Level

To make a mine facing, you will need a sheet of expanded polystyrene. The sheet should be big enough to build all your mine facings and thick enough to look impressive. We purchased a sheet approximately 240cm/8′ by 60cm/2′ and about 5cm/2″ thick. To create the base level, use a craft knife to draw a diagonal line across one corner of the polystyrene sheet, forming a big triangle. Then snap the polystyrene along the score. Snapping the sheet like this will give you enough room to get a hot wire cutter in. Next, draw a winding line with a marker pen so that it runs near to the snapped edge. Finally, cut along this line with the hot wire cutter.



◄ A ROUGH GUIDE

Use a felt-tip pen to draw a guide line.



► CUTTING POLYSTYRENE

A hot wire cutter will cut the polystyrene cleanly and with ease.

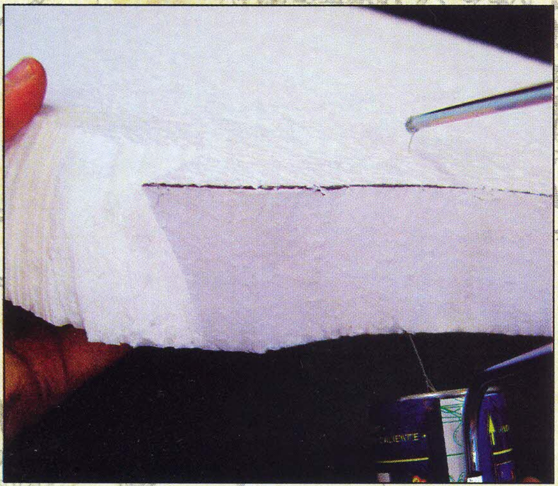
HOT WIRE CUTTER

A hot wire cutter is a tool designed specifically for cutting through polystyrene sheets. Batteries pass a current through a wire, heating it. Because the wire is hot, it easily cuts through the polystyrene. An important safety note to remember is that the wire can get very hot, so be extra careful not to touch it.

The alternative is to use a saw or perhaps an old bread knife, but it will be difficult to cut straight and the edge will be very rough.

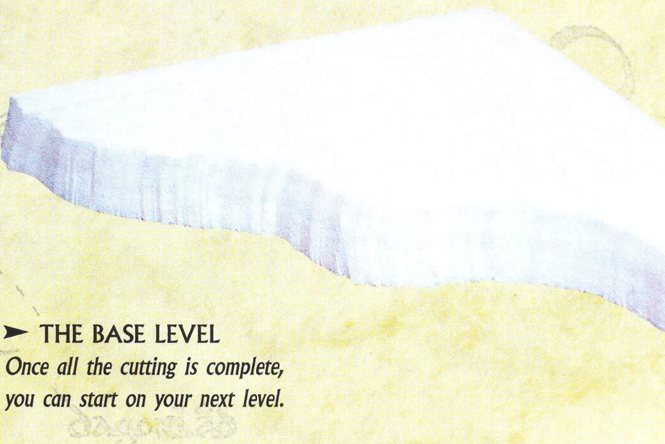
2 Sloped Edge

Giving the polystyrene a slope on its edge is quite simple once you get the hang of it. Cut along the edge again with the hot wire cutter. This time, angle the wire to cut out a wedge shape and create a steep slope.



▲ ANGLED CUT

Cutting an angle into the rock face gives the mine a more natural appearance so that it looks like worked stone.



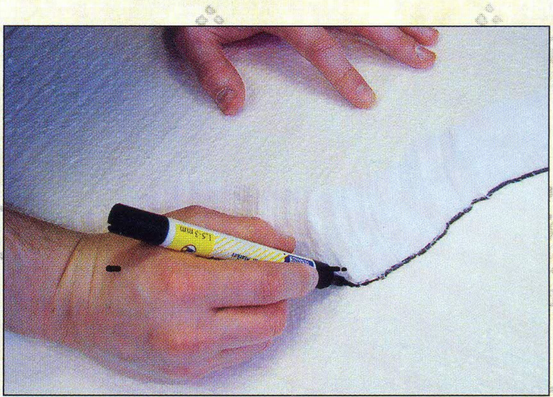
► THE BASE LEVEL

Once all the cutting is complete, you can start on your next level.

3 The Second Level

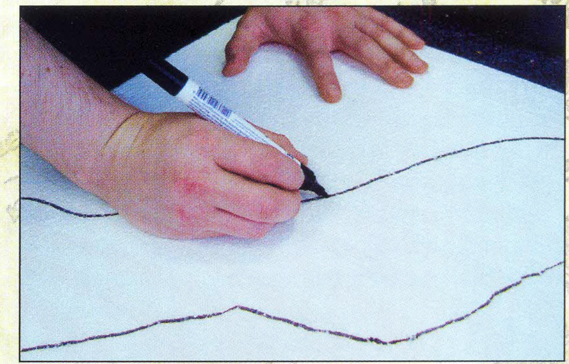
The second level will look very similar to the base level, only smaller. To work out how much smaller to make it, you can use the base level as a guide. Place the base level onto the polystyrene sheet and draw around it. If you place the base level so that one of its straight edges is flush with the edge of the sheet, you will save yourself some needless cutting later on.

Once you have placed the duplicate shape on the polystyrene sheet, draw another wavy line parallel to the first, only about 10cm/4" further in. Score and snap the styrene sheet if you need to and then cut along the second wavy line with the hot wire cutter, exactly as you did before. When it is cut out, create a slope in the same way again.



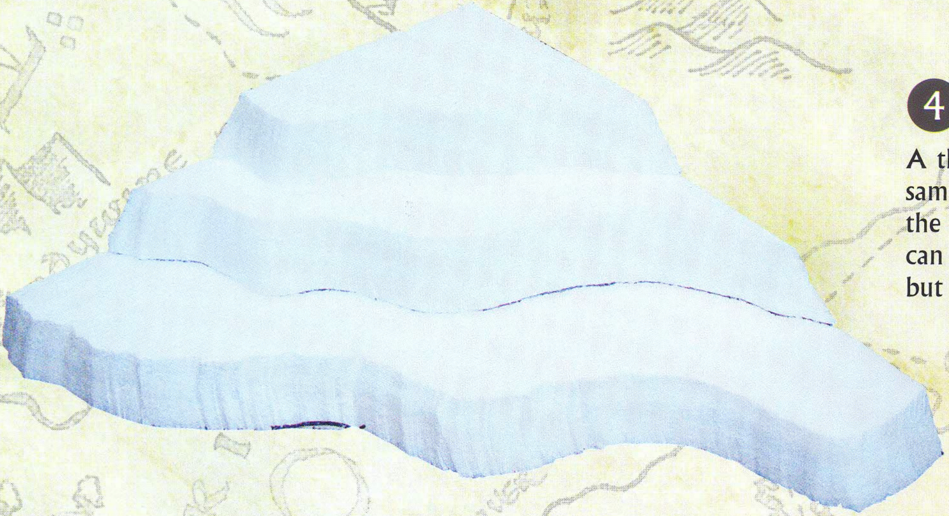
◄ USING THE BASE AS A GUIDE

The base can be used to help you judge how much smaller to make the next level.



► A SMALLER LEVEL

The first wavy line provides a guide for drawing the next.



4 The Third Level

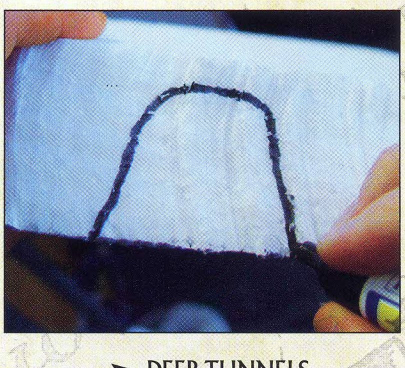
A third level can be created using exactly the same technique as above, only this time with the second level as the guide. If you want, you can continue making additional levels like this, but we found three levels were enough.

◄ THE THREE LEVELS TOGETHER

Placed together, you can see the mine taking shape. There is one more step to go before the levels are glued together.

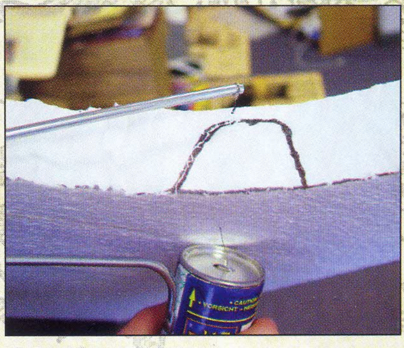
5 Mine Entrances

To make the mine entrances, use the hot wire cutter to cut door shapes out of the front of each level. Angle the cutter to create an overhang that gives some depth to the entrance. Cut at least one entrance in each level to give the impression that this was once a busy mine. Once the mine entrances have been cut, use PVA glue to stick the levels one on top of the other.



◄ DRAWING THE DOOR

A door shape can be drawn to create a guide for you to cut out the mine entrances.

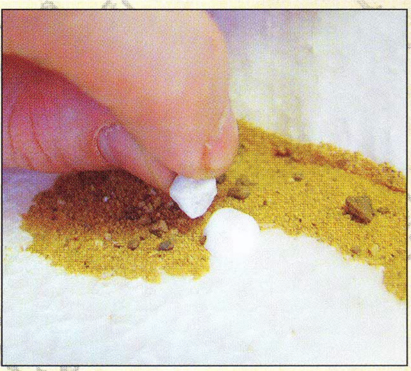


► DEEP TUNNELS

Angling the cutter back creates a deep entrance to the mine.

6 Adding Texture

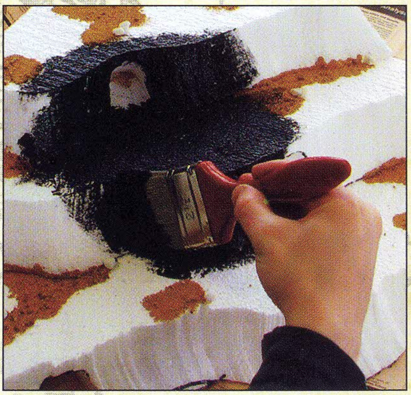
You can create a somewhat rough and rocky appearance to your mine, more than textured paint alone could achieve. Paint patches of PVA glue all over the mine facings and then pour on modelling sand and gravel. You can stick some larger pieces of stone down, too. Once all that is dry, give the whole piece a good coat of textured paint.



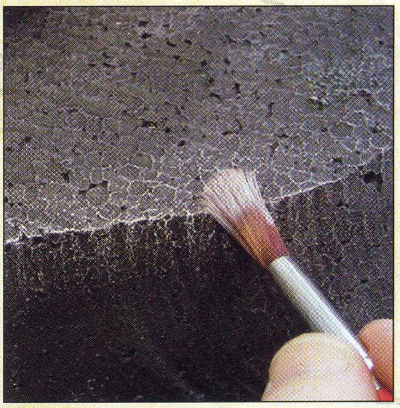
◄ **ROUGH PATCHES**
Gluing on patches of sand and rocks like this creates rougher areas.

7 Painting the Mine

If your textured paint is not black like ours. undercoat it with black paint – remembering not to use spray paint on polystyrene. The model can be dry-brushed first dark grey and then a lighter grey at the edges. Leave the inside of the mine entrances black. A dark brown wash can be applied along the bottom edge of each level to add a little colour and shading.

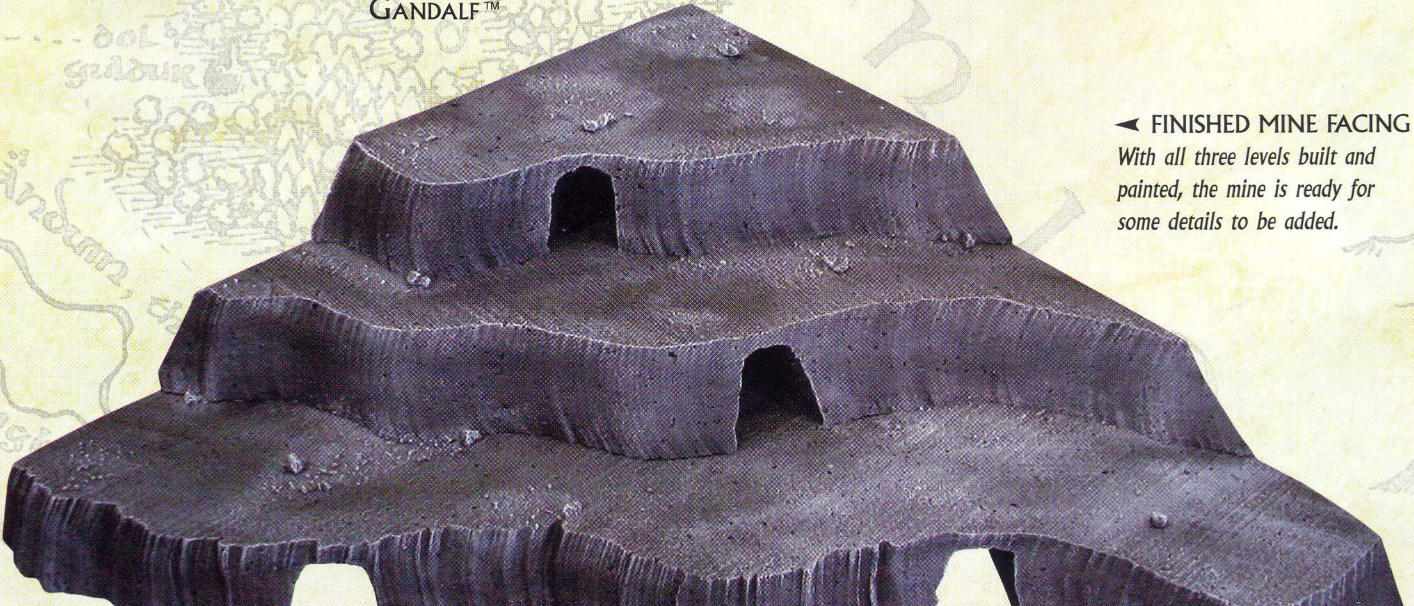


◄ **TEXTURED PAINT**
Using black textured paint saves you from having to apply an undercoat over the top.



► **PAINTING THE MINE**
A light dry-brush of grey at the edges adds definition to the mine.

> *'The wealth of Moria was not in gold or jewels... but Mithril.'*
>
> GANDALF™



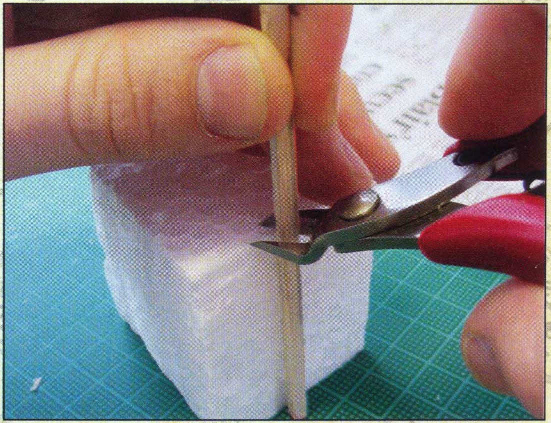
◄ **FINISHED MINE FACING**
With all three levels built and painted, the mine is ready for some details to be added.

Mine Workings

Work Tower

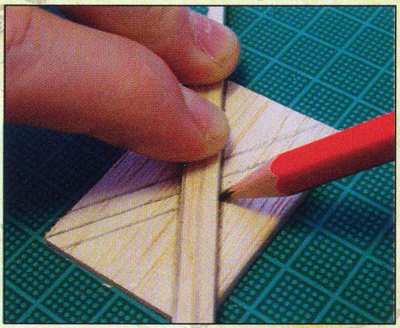
① The Support Posts

To make all of these wooden mine workings, you will need plenty of balsa wood. Several sheets will do, along with a few small square rods of it, too. Take one of the square rods and measure it against the height of one of the mine levels. Now cut the rod so that it is the same height. Make three more lengths of balsa rod identical to the first so that you now have four rods the the same length as the height of one of the mine levels.



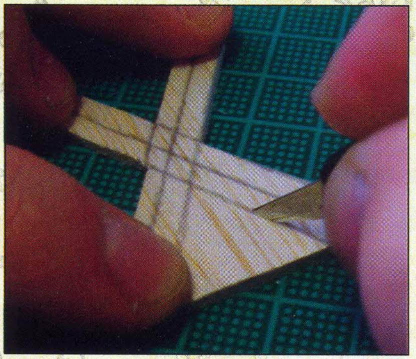
◄ MEASURING THE HEIGHT
Make your support posts as tall as the thickness of your polystyrene sheet.

► MAKING THE 'X' THICKER
Using a balsa rod as a guide will make the X thick enough.



② The Crossbeams

For the crossbeams, you need four thick Xs cut from the balsa sheet. To make these, first cut four squares from the sheet. Make each of them the same height as one of the four balsa rods and approximately 3cm/1¼" in width. On one side of each, draw an X with a pencil so that the lines run from each corner to the opposite one. Then, as a guide to make the X thicker, place a balsa rod along each side of one pencil line and, using the rods as a ruler, draw a line on each side with you pencil. Repeat this along the other pencil line. This should leave you with a thick 'X' shape in the centre of the panel. Finally, carefully cut this X out with a craft knife so that the X is in a single piece. Repeat this for all four panels.

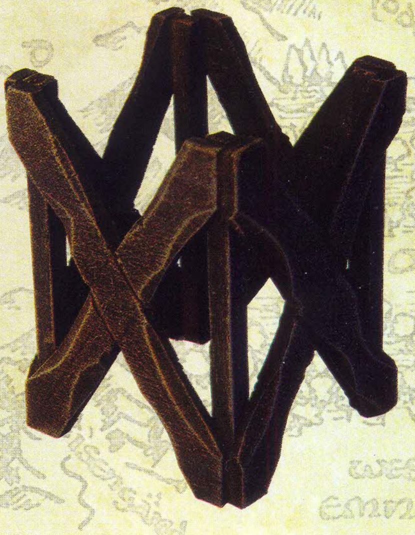


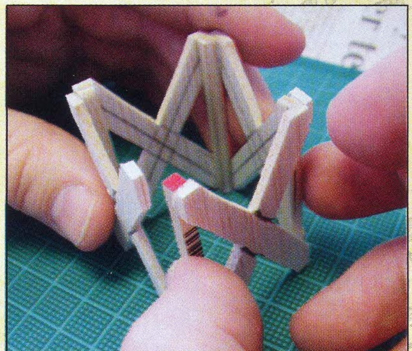
◄ CUTTING CAREFULLY
Be careful when cutting or the balsa wood could snap. Remember to cut away from yourself.

③ Assembly

Put a dab of PVA glue on the top and bottom right corners of one of the Xs, on the side with pencil marks on it. Then glue one of the short rods in place so that each end is attached to a corner. Do the same for the left-hand side. Repeat this on another of the Xs and wait for them both to dry. Finally, when those are dry, glue the other two Xs in place to form a square frame.

► FINISHED SUPPORTS
You can paint and weather the support posts in the same way as shown in Pack 13's Modelling Workshop.



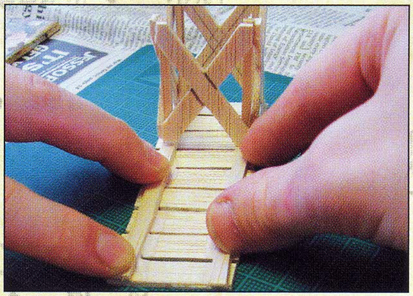


► ASSEMBLING THE FRAME
Glue the rods onto the X-frame as shown.

4 The Platform

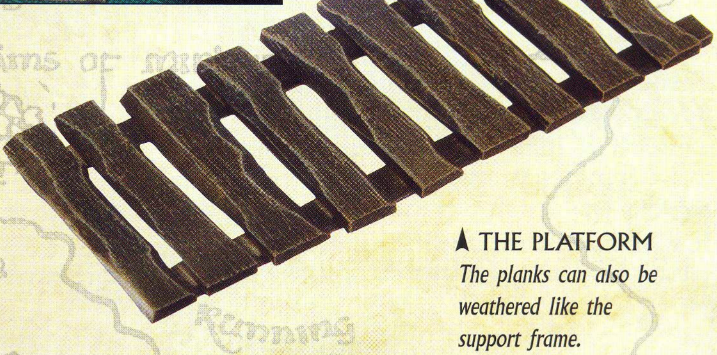
To make the platform for the top of the work tower, start by cutting two strips of balsa wood from the sheet. Make them each about ½cm/⅕" wide by 10cm/4" long. Next, cut a panel out of the balsa wood sheet. Make it about 8cm/3" long by 4cm/2" wide. Cut the panel across its width, every 1cm/½", creating a series of planks. You do not have to be to precise when creating these planks as a slightly rough look helps to give them a realistic appearance.

Glue the planks to the two strips you made, leaving a small gap between each plank. While the glue is still wet, use the X-frame as a guide to position the strips wide enough apart so that they will sit comfortably on top of the X-frame when the platform is finally glued in place. Once you have positioned the strips and the glue has dried, glue the platform to the top of the X-frame.



◄ POSITIONING THE STRIPS

While the glue is still wet, the final position of the strips can be adjusted.

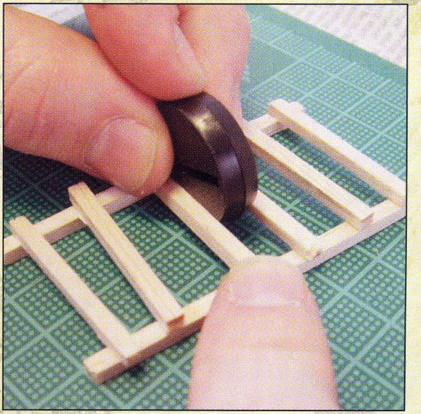


▲ THE PLATFORM

The planks can also be weathered like the support frame.

Ladders

Ladders are remarkably simple to make. First cut two lengths from the balsa rod, each about 7cm/3", to make the uprights. Next, cut seven shorter lengths about 3½cm/1½". These will be the rungs. Glue the rungs onto the longer strips to create the finished ladder.

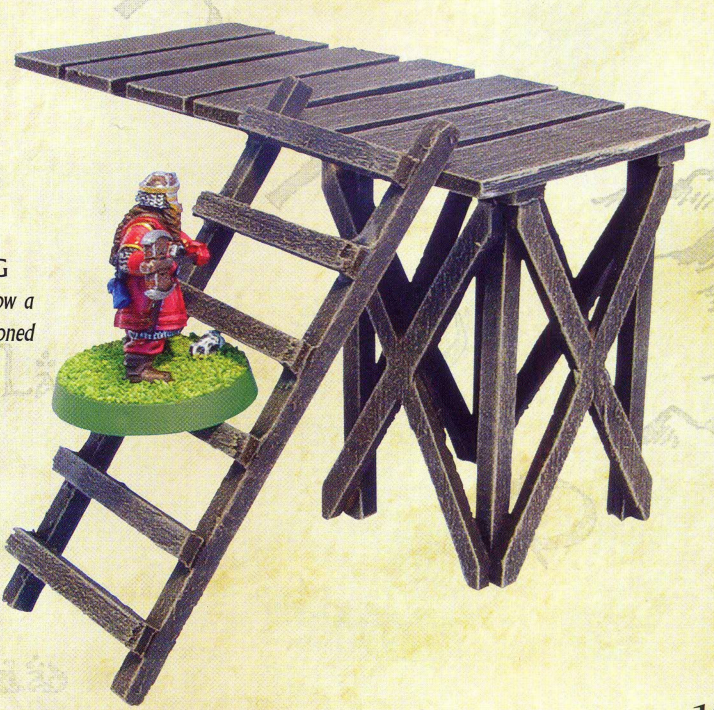


► SETTING THE WIDTH

Using two bases like this gets the rungs the ideal width apart.

◄ A LADDER

Ladders like these are some of the easiest and most effective models to make.



► FINISHED MINE WORKING

Here you can see how a model can be positioned on the ladder.

TOP TIP

You can use two spare bases held together as a guide for correctly spacing your rungs along the ladder. If you do this, you will be able to slot the base of one of your models between the rungs, giving the impression that he has climbed halfway up.

Other Constructions

With the skills and materials you now possess, the only limit to what you can build is your imagination. Balsa wood is very easy to work with, so why not experiment a little? These two pages present a few ideas you can try.

Alternate Mine Facings

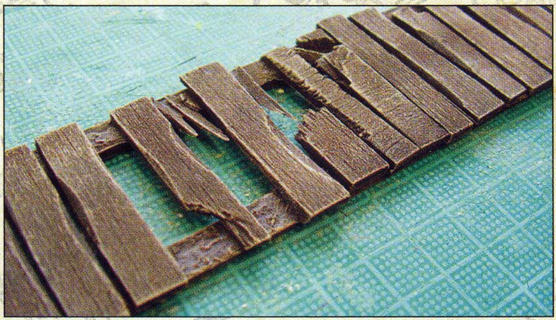
There's no need to make only corner sections. You can also make 'free standing' pieces that are separate from any table edge. The same techniques can be used to create any of the sections featured in this Pack. It is easy to see how you could also use these techniques to create large hills, with several different levels.

◄ MORE MINE FACINGS

You can make many different mine facings using the same techniques.

► LARGER HILLS

Bigger hills can be made for you to battle over in other scenarios.

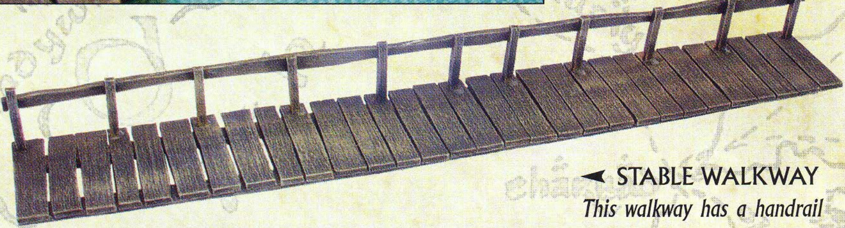


◄ OLD AND WEAK

There is nothing stopping you from experimenting, perhaps making your walkway appear weak and dangerous.

Walkways

Walkways are simple to make. They are constructed in the same way as the platform on the work tower, only longer. Walkways can be used to join one section of mine to another, allowing the Goblins to scuttle along without ever touching the ground. You could even add a handrail if you like, which is constructed using the same techniques as for fences (see Pack 7). Paint the walkway and all the other wooden constructions shown here with dark brown, followed with a dry-brush of lighter brown.

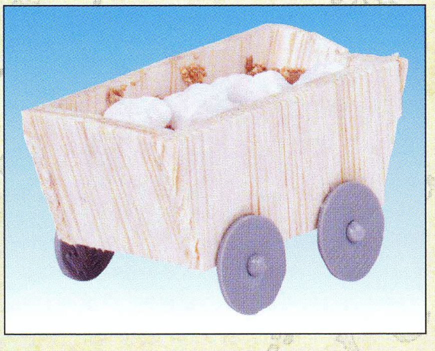


◄ STABLE WALKWAY

This walkway has a handrail added for extra effect.

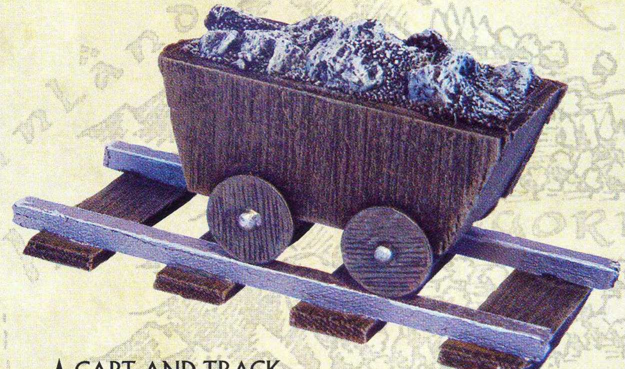
Mine Cart

The mine cart is essentially a hollow balsa wood box with slanting sides. The hollow inside is first filled halfway up with a piece of polystyrene, and then stones and sand are glued on top. The wheels are made from some spare Rohan shields, glued so the back is showing. Make the tracks out of balsa wood rods for the rails and strips cut from the balsa sheet as the planks. Paint the rods silver to show they are made of metal.



▲ CONSTRUCTED MINE CART

Here is the cart before it is painted; you can see the shields used as wheels.

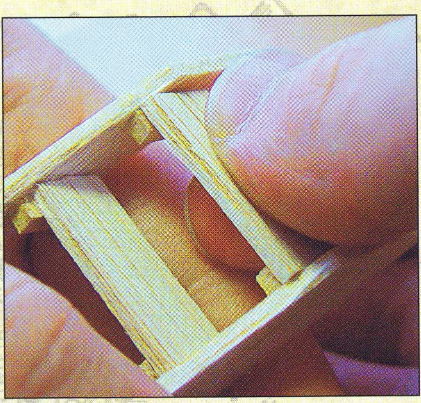


▲ CART AND TRACK

The track can protrude from the mine openings, suggesting the tunnel extends deeper.

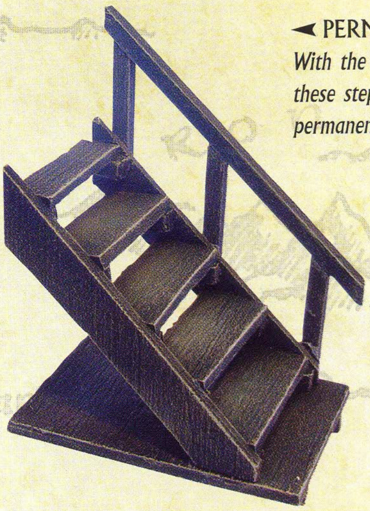
Steps

Steps are an alternative to ladders and look a bit more permanent. Cut the sides out of a flat piece of balsa wood sheet and then glue batons on the sides that will be facing inwards. The steps will rest on these batons. Finally, glue the bottom of the steps onto a base so that it balances. If you want, you could add a handrail onto the steps.



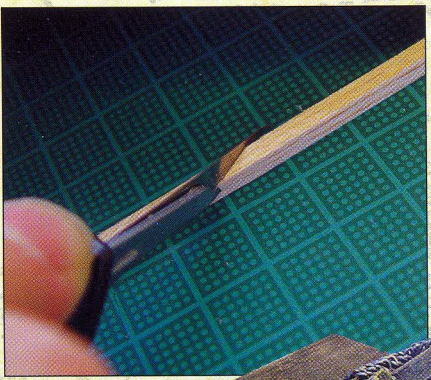
▲ SECURING THE STEPS

Batons glued on the inside will provide a secure place for the steps to rest.



◄ PERMANENT STEPS

With the handrail attached, these steps look like a permanent fixture.

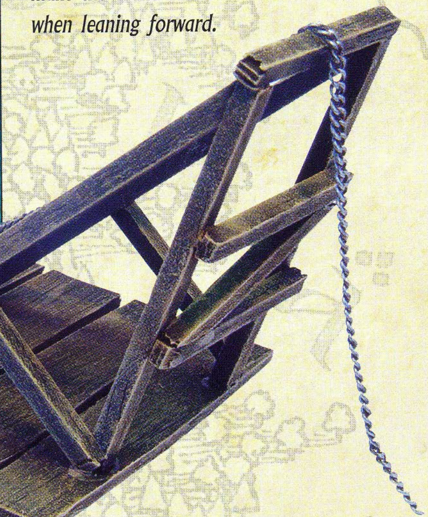


◄ ANGLED CUTS

The balsa rod can be cut at an angle. This will make the crane stable when leaning forward.

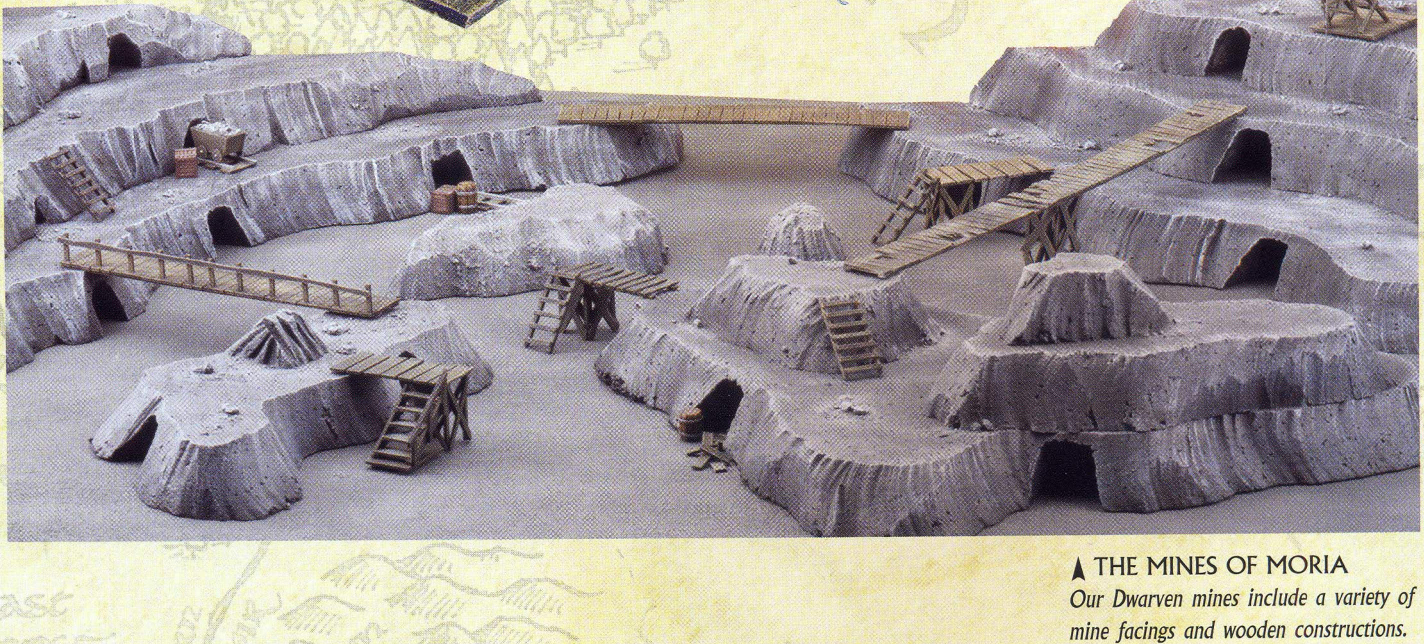
Crane

To haul heavy equipment and minerals between the levels, Dwarves use cranes. The frame for the crane is made from a series of balsa wood rods. They are cut at angles so that it can lean over the edge of the level. A flat base gives the frame some balance and stability. The chain is a cheap jewellery chain bought from an arts and crafts store. It can be cut to length using clippers.



◄ A FINISHED CRANE

The chain is undercoated black and then dry–brushed silver.



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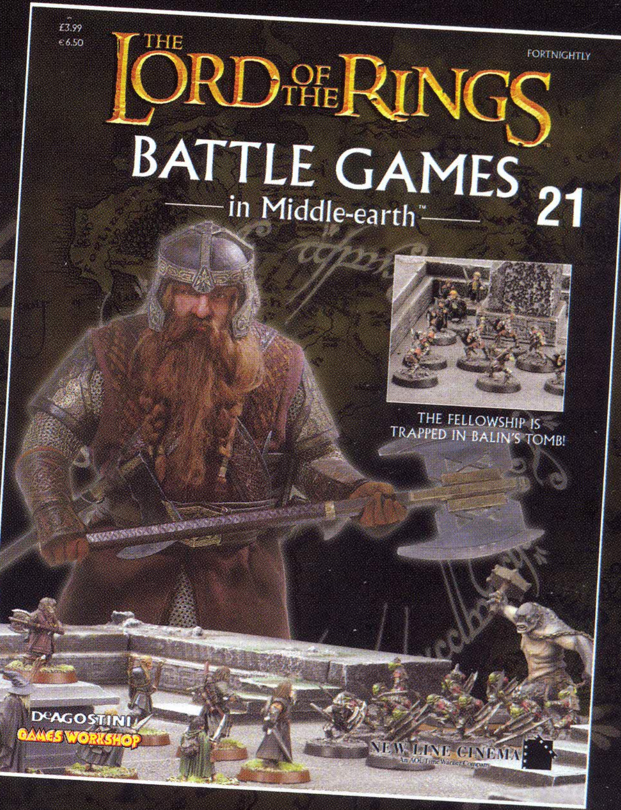

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